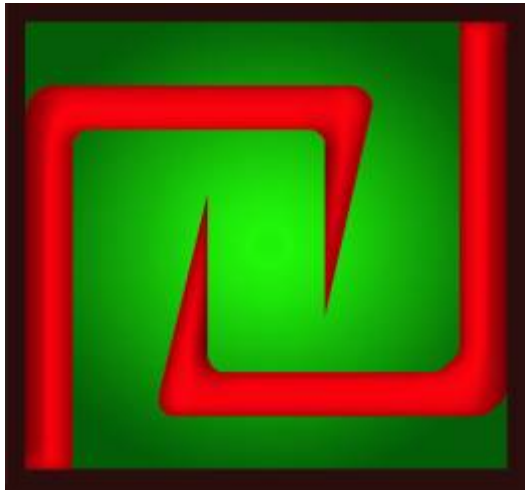


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Issue # 1

S.N.I.T. News

Produced By Scrym BlackMane



Synthetic Nuclear

”The Energy Company“

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[Mission Statement:](#) To do what many others have done before. Only I'll be doing it.

[Editorial:](#)

As I sit at my desk here at work I realize that I have more time than I, at one time, believed. We are short parts and I have no work so I have decided to start producing the S.N.I.T. News. Some New Informational Toy News. I also seem to be on some sort of SNIT brain cramp. As you will see the S.N.I.T.S. are the newest group for ShockForce™. I find that I can make the time by working at lunch and breaks. This keeps me thinking on game terms and provides a nice distraction from the Grind of the Day.

This is also my first attempt at an online news page of my own so here is the obligatory wine, "Please Bare With Me". I will have several regular selections and I hope that the news I acquire will be of help. Each Issue will come with links to other pages and resources to use for the game. I kind of went a little berserk on the to do list but hey why not it is bound to grow. The name is bound to grow and change and it is entirely possible I'll only produce 1 issue and die just like my mission statement. Who knows? I do not.

This issue I introduce the SNITS, actually it is mostly dedicated to them. So without any more pompous, longwinded, irritating, ingratiating, obsequious, groveling I conclude my editorial.

Scrym BlackMane

To-Do list:

The To do list is an attempt to correlate and prioritize what should be included in the SNIT News. I have listed out the items of interest and the list appears to continue to grow. The intent is to have a running accountancy of what has been covered and in what issue. Of course since not a thing has been covered yet there are no notes as the issue. As a side note maybe I should have made #'s 1-4 my mission statement,... O well. On to the List.

1. To integrate the other groups into the Demonblade™ ShockForce™ Universe
2. To produce Tweaks to be used with those groups in ShockForce™ .
3. Provide a forum with which to help ShockForce™ grow and deepen.
4. Attempt to provide information on alternative views of the ShockForce™ world.
5. Convert fantasy Armies using the War Engine™ specifically Chronopia™ & Warhammer™
6. Work out some "Spells" using the War Engine™ .
7. Armies in the list to finish
 - 1 Tyranids™ This Issue
 - 2 Sisters of Battle™
 - 3 Fraternis Militia™ & Heroes of the Emperium™
 - 4 Chaos Cults
 - 5 Chaos Renegades™
 - 6 The Dark Eldar™
 - 7 Genestealer Cults™
 - 8 Earthdawn™ miniatures from Heartbreaker™
 - 9 Necromunda™ Gangs

Fluff:

What are S.N.I.T.S. and how did "it" happen.



Well little Running Nose, the old Vengequan™ said as he relaxed into a knee twisting, bone snapping, ligament tearing, position, here is the truth as it has been handed down from generation to generation or at least for the last couple of generations anyway. Way back when the whites and their followers subjugated the land, after the attempted genocide of our kind, The Great Fire Ant Spirit began manipulating the scientific shamans of the white man. She taught them how to make larger and more viscous ants. Of course some of them have escaped and they terrorize the lands far to the south.

Some of them did not escape but were changed using the evil devil magics of the whiteman's religion of science. They perverted the form and predatory instincts of The Great Fire Ant Spirit. Combining with it the subtility of the tick and the brutal strength of the scorpion. Then on one night long remembered in the


annals of tradition a flaming light burned the sky over a place known as NO-RAD. This was the whiteman's most impenetrable stronghold. Impenetrable from the outside only for it was inside from whence the wrath of The Great Fire Ant Spirit burst.

The whites had learned their lesson not at all with the creation of the race of vermin, even though the vermin hunted them. The Great Fire Ant Spirit had chosen the right time to strike her blow. She coincided with the creation of the Vengequan TM. Even though we both fight for the land and the spirits that remain mostly uncorrupted by their religion of science The Great Fire Ant Spirit recognizes that we have been touched by the evil of the whiteman and seeks to destroy us as well. Once she has cleaned all of the canker away for the world she will return to her former place and again live in harmony with the rest of nature.

And with that the old Vengequan TM laid back and slept. He had dreams of The Great Fire Ant Spirit and what she would do to the whiteman when she finally captured his spirit.

The S.N.I.T.S. are a failed experiment entitled **Synthetic Nuclear**  TM Insect Technology Species. It was to create a non-human soldier and support group. The idea was that if humans did not have to fight they would be better consumers. There would be lots of money to be made due to the selling of the species into a combat slavery. **Synthetic Nuclear**  TM "The Energy Company" TM based in Norad, they got it for such a low price, had envisioned a force capable of usurping the popularity of the ShockForces currently being hired out. The idea being to become the #1 Megacom with the firepower to dominate all of the others eventually.

What happened however was predetermined just like that oldman and his "Dinosaur Park". The force of life is too great to be contained and forced to act the plaything. A communal mind developed as the insects were grafted, cloned, gene spliced, molecularly bonded, radiated and forced essentially to live through hell. The species eventually began to develop a high intelligence and began to shift the experiments in a direction unnoticed by the scientists involved.

With the introduction of a virulent fungus to the species it began infecting the scientists and controlling them. In the last stages the SNITS, as they were called, attacked and assimilated all living organisms in the Norad complex and the surrounding landscape. **Synthetic Nuclear**  TM "The Energy Company" TM realized within 1 week what they were up against and felt it necessary to terminate the project with a nuclear warhead. The surrounding countryside was decimated as were many of the swarming SNITS but it was just not enough to kill them. They have now several bases of operation throughout the state and are slowly working their way into the populated west.

A Mother \Queen of a sort is believed to be spawning the beasts and with each generation they become more and more gruesome and deadly. Several attempts have been made to terminate the Norad Hive complex but to no avail, it was after all built for just that sort of thing.

Army List:

How to throw a really big S.N.I.T.

48	Termagant				
PP	Type	Mv	Df	Mn	CR
24	Trooper	9 In	2k1	2k2	
	<i>Rapport</i>				
WP	Weapon Name	R	AV	AE	AET
4	Claw		1k1		
20	Fleshborer	18	2k1		

28	Termagant (Gunner)				
PP	Type	Mv	Df	Mn	CR
24	Trooper	9 In	2k1	2k2	
	<i>Rapport</i>				
WP	Weapon Name	R	AV	AE	AET
4	Claw		1k1		
+	1 Weapon from the Special Weapon List				

84	Gargoyle				
PP	Type	Mv	Df	Mn	CR
35	Trooper	9 In	2k1	2k2	
	<i>Rapport</i>				
	<i>Flight</i>				
WP	Weapon Name	R	AV	AE	AET
10	Claw		1k1		
	<i>Charging Weapon</i>				
39	Flame Spurt	12	2k2	2x	EX
	<i>Immolation</i>				

38	Ripper Swarm				
PP	Type	Mv	Df	Mn	CR
24	Trooper	9 In	2k2	2k2	
	<i>Consume</i>				
WP	Weapon Name	R	AV	AE	AET
14	Ripper Maw		2k2		
	<i>Charging Weapon</i>				

66	Spore Mine				
PP	Type	Mv	Df	Mn	CR
6	Trooper	9 In	2k2	2k2	
	<i>Kamikaze</i>				
WP	Weapon Name	R	AV	AE	AET
60	Self Destruction		4k3	4x	EX
	<i>Immolation</i>				
	<i>Long</i>				

A variation on the Killer Ant Project. These are the basic, most numerous troops of the SNITS.

They are Deployed in Swarms of 3 to 12.

A slightly specialized from of Killer Ant.

Maximum of 2 per Termagant (Gunner)s per Swarm.

A mutation to the Ant Genus that allows the vestigial wings to grow and become thick leathery bat-like wings. Gargoyles are known for "Dive Bombing" from enormous heights into combat and also for harassing troops held in reserve.

Gargoyles are Deployed in Swarms of 2-10

Nasty worm type with gnashing jaws and an innate ability to gang up on an opponent.

These units are deployed in several per base. Therefore each base of Rippers is a single unit consisting of that many rippers.

Example: A base has 5 ripper models, each has this profile, and each is also counted as a single model when fired on.

This unit floats about the battlefield moving randomly with the wind. If this unit should come within 2" of an enemy model it will explode. Models within the area of effect are pelted with the acidic burning guts and hard shrapnel like carapace of this most bizarre creature. It is often vomited from the Biovore but has been found to float around just about anywhere. This is a single model unit.

52	Acid Blob				
PP	Type	Mv	Df	Mn	CR
10	Trooper	6 In	2k1	2k2	
WP	Weapon Name	R	AV	AE	AET
18	Acid Blood		3k3		
	Sensor Weapon	One Shot			
24	Acid Spurt		3k3		
	Immolation				

The Acid Blob (for lack of a better term) is an amoebae like creature that roams the battlefield cleansing it of vital nutrients and DNA, from the fallen Friend and Foe. This beast has a deadly Acidic Spurt that has been known to dissolve unprotected troops in minuets. The worst part is often troopers wont kill it due to the Acidic blood squirting on all troops in contact with it.

Deployed in Globbs of 1-6 Blobs

54	Grabber Slasher				
PP	Type	Mv	Df	Mn	CR
34	Trooper	9 In	3k2	2k2	
	Rapport	Frenzied			
WP	Weapon Name	R	AV	AE	AET
20	Grab-n-Stab		3k3		
	Charging Weapon	Piercing Attack			

The Grabber - Slasher is an assassin bug. It is also very common. Synthetic Nuclear scientists hypothesize that this is a genetic relative to the lemming. The favored attack is to latch on to an opponent and stab repeatedly in rapid succession at the opponent. Both combatants' fight until either the target is dead or the Grabber - Slasher is dead.

66	Genestealer				
PP	Type	Mv	Df	Mn	CR
38	Trooper	12 In	3k3	2k2	
	Rapport				
WP	Weapon Name	R	AV	AE	AET
14	Ripper Claw		3k3		
	Extra Bite				
14	Gene Implantation		3k3		
	Piercing Attack				

These are the most insidious monsters ever to grace the lands of America, worse that the Environmentalists of the 20th Century. Genestealers are just that. They implant enemies with their genes and then allow the enemy to escape. Several instances of Genestealer infestation have appeared in the east and Upper North Central United States mistakenly thought to be general mutation. The Communities they were found in did not seem to mind them being there in fact they appeared to like it.

Genestealers are deployed in Swarms of 6-12

92	Assault Warrior				
PP	Type	Mv	Df	Mn	CR
80	Elite	18 In	3k3	4k3	8 In
	Rapport	Rapport Node			
WP	Weapon Name	R	AV	AE	AET
12	Ripper Claw		3k3		
+	2nd Close Combat Weapon				
+	3rd Close Combat Weapon				

A giant mutation of the Ant Genus, The Warrior appears to com in two distinct styles An Assault warrior and a Support Warrior.

The Assault Warrior uses various close combat weapons in a wheeling dance of death.

They also function as Neural centers for the species.

Assault warriors are deployed in swarms of 1-3

92	Support Warrior					
PP	Type	Mv	Df	Mn	CR	
80	Elite	18 In	3k3	4k3	8 In	
	Rapport	RapportNode				
WP	Weapon Name	R	AV	AE	AET	
12	Ripper Claw		3k3			
+	1 Heavy / Support Weapon					

The Support Warrior uses heavily specialized combat organs to fight from long distances. While not as dangerous in close combat as the Assault Warrior it is harder to get close to one of these to take advantage of this weakness.

They also function as Neural centers for the species.

Support warriors are deployed in swarms of 1-3

Like the Warrior Breed the Zoot subgenus appears to have two slightly different specialties. The Assault Zoot and the Support Zoot.

The Assault Zoot is a fast and furious close combatant. Often armed with just the bare fist and a small combat organ.

Assault Zoats are deployed in swarms of 1-3

61	Assault Zoot					
PP	Type	Mv	Df	Mn	CR	
53	Elite	15 In	3k3	3k3		
	Rapport	Tough				
	Ballsy					
WP	Weapon Name	R	AV	AE	AET	
8	Clubbing Punch		2k2			
+	1 Basic Weapon or 2nd Close Combat Weapon					
+	3rd Close Combat Weapon					

61	Support Zoot					
PP	Type	Mv	Df	Mn	CR	
53	Elite	15 In	3k3	3k3		
	Rapport	Tough				
	Ballsy					
WP	Weapon Name	R	AV	AE	AET	
8	Clubbing Punch		2k2			
+	1 Heavy / Support Weapon					

The Support Zoot specialty appears to be able to use the same Support Combat organs as the Support Warrior only the Zoot is a much faster Creature.

The support Zoot appears to also be able to carry the heavy weapon In one hand while the other is occupied with a close combat Organ.

1 Support Zoot may be added to a Swarm of Zoats.

104	Zoanthrope					
PP	Type	Mv	Df	Mn	CR	
96	Character	9 In	4k3	6k5	10 In	
	Rapport	RapportNode				
WP	Weapon Name	R	AV	AE	AET	
8	Ripper Claw		2k2			
+	Special Ability 1					
+	Special Ability 2					
+	Special Ability 3					

Exactly what the Zoanthrope is, is unknown and leaves many of Synthetic's Scientist to speculate. A few have claimed that soldiers burn up on the field and this shows their Fire Ant genealogy. Others claim that head aches experienced by troops in it's presence proves it to be a psychic monster. Few can honestly state any facts about the Zoanthrope with out being contradicted. Those facts are. 1 on an average 1 out of 7 troopers live when faced with a Zoanthrope

Only 1 Zoanthrope is allowable per SNIT Force.

62	Hormagant					
PP	Type	Mv	Df	Mn	CR	
30	Trooper	12 In	2k2	2k2		
	<i>Rapport</i>					
WP	Weapon Name	R	AV	AE	AET	
16	Ripper Spine		3k2			
	<i>Long</i>					
16	Ripper Spine		3k2			
	<i>Long</i>					

Hormagant appear to be a further mutation of the Ant Genus. Both sets of the forelimbs have been mutated in to extremely sharp bony spines. Hormagants attack in groups at great speed and use numbers as well as vicious close combat weapons to take down opponents.

Hormagants Are deployed in Swarms of 4 - 12

146	Lictor					
PP	Type	Mv	Df	Mn	CR	
78	Light Monster	18 In	4k3	4k3		
	<i>Monster</i>	<i>Infiltration</i>				
	<i>Chameleon</i>	<i>Rapport</i>				
WP	Weapon Name	R	AV	AE	AET	
20	Flesh Hooks		4k3			
	<i>Long</i>					
24	Chitin Scyth		4k4			
	<i>Charging Weapon</i>	<i>Parry Weapon</i>				
24	Chitin Scyth		4k4			
	<i>Charging Weapon</i>	<i>Parry Weapon</i>				

Lictor appear to be the spies and scouts for the SNITS. They are armed with close combat weapons only and are extremely difficult to surprise, capture, kill or, even see. It has been reported that fighting one is like fighting a ghost in the dark.

Lictor are deployed as single units.

154	Tyrant					
PP	Type	Mv	Df	Mn	CR	
154	Heavy Monster	12 In	5k4	A	10 In	
	<i>Monster</i>	<i>Rapport</i>				
	<i>Rapport Node</i>	<i>Horrific Aura</i>				
WP	Weapon Name	R	AV	AE	AET	
+	Close Combat Weapon					
+	2nd Close Combat Weapon					
+	3rd Close Combat Weapon					
+	1 Support / Heavy Weapon					
+	1 Special Ability					

The hive Tyrant has been spotted only on a few occasions. It is believed to be a personal guard of the "Queen / Mother" of the SNITS but it is impossible to tell.

The hive Tyrant has Unique Creature status. Only one is allowed in a SNITS force.

It also functions as Neural center for the species.

240	Bivore					
PP	Type	Mv	Df	Mn	CR	
48	Light Monster	6 In	3k2	3k2		
	<i>Monster</i>	<i>Observer</i>				
	<i>Rapport</i>					
WP	Weapon Name	R	AV	AE	AET	
6	Claws		2k1			
186	Vomit Spore Mine	LOS	4k3	4x	EX	
	<i>(see Spore Mine)</i>	<i>Long</i>		<i>Immolation</i>		

After being beaten back time and again from Midville the home of Auto Dueling, the SNITS developed what looks like a mobile artillery creature. This beast belches forth Spore mines out on to the field of battle. It is assumed that it either produces the spore mines or consumes them prior to an attack.

The Biovore is deployed as a single unit.

184 Carnifex						
PP	Type	Mv	Df	Mn	CR	
56	Light Monster	12 In	4k4	3k2		
	Monster	Rapport				
WP	Weapon Name	R	AV	AE	AET	
26	Chitin Scythe		5k4			
	Charging Weapon	Parry Weapon				
34	Chitin Scythe Swipe		4k3	3x	CC	
	Charging Weapon					
68	Bio Plasma	18	5k4	3x	LI	
	High Explosive					

286 Exocrine						
PP	Type	Mv	Df	Mn	CR	
138	Heavy Mons	12 In	4k4	3k2		
	Monster	Living Weapon				
	Rapport	Large Bodied				
	Observer					
WP	Weapon Name	R	AV	AE	AET	
80	Bio Cannon		5k5	4x	EX	
	High Explosive	Aggravated Damage				
34	Spore Cyst	6	3k3			
	Sensor Weapon					
34	Spore Cyst	6	3k3			
	Sensor Weapon					

Carnifex are walking nightmares. Towering well over ten feet in height, sporting 4 Massive Serrated limbs for arms, and Expeculating searing balls of Bio Plasma, this living death machine has been known to take massive damage and continue to punish what ever forces are up against it.

This creature is used as shock troops would. It generally rushes the front lines and tears through any resistance it may come across.

The Carnifex is deployed as a single unit.

SNITS also appear to believe the old adage bigger is better. The Exocrine is a Gargantuan version of the Biovore with a few notable exceptions. It is faster, and does not fire Spore Mines. It fires what is currently called a Bio Cannon.

This weapon / Creature also has a new form of reactive armament., the spore Cyst, any body that comes within close combat finds themselves under a barrage of barbs that are expelled from these pneumatic cysts.

The creature is also very large and often if it can be hit it suffers fairly little damage. If encountered it is advisable to call in air strikes.

The Exocrine is deployed as a single unit.

It also should have more than 1 Hit location. This is up to the controlling player. See "[Large Bodied](#)" for clarification.

356 Haruspex						
PP	Type	Mv	Df	Mn	CR	
134	Heavy Monster	9 In	5k4	5k4		
	Monster	Living Weapon				
	Rapport	Large Bodied				
	Gorge					
WP	Weapon Name	R	AV	AE	AET	
26	Chitin Jaws		5k4			
	Charging Weapon	Parry Weapon				
64	Acid Jet	24	4k3	2x	BU	
	Aggravated Damage					
64	Acid Jet	24	4k3	2x	BU	
	Aggravated Damage					
34	Spore Cyst	6	3k3			
	Sensor Weapon					
34	Spore Cyst	6	3k3			
	Sensor Weapon					

When the Carnifex is not enough the SNITS pull out their really big line busters. The Haruspex is hell incarnate, armed with Acid Jets, the reactive Spore Cysts, and Chitin jaws made to swallow entire squads. This unit has broken more line defenses than any of the other SNITS Sub-genius.

Haruspex have a very strange habit of eating what they Kill in one on many combat. Many brave troopers have lost life, limb and corps to this creature.

The Haruspex is deployed as a single unit.

It also should have more than 1 Hit location. This is up to the controlling player. See "[Large Bodied](#)" for clarification.

304 Malefactor						
PP	Type	Mv	Df	Mn	CR	
152	Heavy Monster	18 In	5k4	5k4		
	Monster	Living Weapon				
	Rapport	Large Bodied				
	Troop Carrier					
WP	Weapon Name	R	AV	AE	AET	
42	Frag Spine Launcher	24	3k2	2x	BU	
42	Frag Spine Launcher	24	3k2	2x	BU	
34	Spore Cyst	6	3k3			
	Sensor Weapon					
34	Spore Cyst	6	3k3			
	Sensor Weapon					

The SNITS are a rapid learning species. Their latest development is the Malefactor. It functions much like a troop Carrier, hauling troops on and off of the battlefield.

It is a rapid deployment device intended to get the troops to the front line faster and deliver them there alive so that whomever is there must face them.

The Malefactor is deployed as a single unit.

It also should have more than 1 Hit location. This is up to the controlling player. See "[Large Bodied](#)" for clarification

Close Combat Weapons					
WP	Weapon Name	R	AV	AE	AET
4	Claw		1k1		
14	Spine Fist		2k2		
	Long				
10	Ripper Claw		2k2		
	Piercing Attack				
12	Gene Implantation		3k3		
14	Bone Sword		3k3		
	Parry Weapon				
18	Acid Blood		3k3		
	One Shot Sensor Weapon				
34	Lash Whip		3k3		
	Long Sensor Weapon				
20	Flesh Hooks		4k3		
	Long				
24	Chitin Scythes		4k4		
	Charging Weapon Parry Weapon				
28	Chitin Jaws		4k4		
	Poisoned				

Basic Weapons					
WP	Weapon Name	R	AV	AE	AET
21	Flame Squirt	6	2k2	2x	DU
22	Fleshborer	18	2k2		

Special Weapons					
WP	Weapon Name	R	AV	AE	AET
30	Acid Squirt	6	2k1	2x	BU
	Immolation				
30	Spiker	18	2k2		
	Armor Piercing				
39	Flame Spurt	12	2k2	2x	BU
	Immolation				

Heavy & Support Weapons					
WP	Weapon Name	R	AV	AE	AET
68	Bio Plasma	18	5k4	3x	LI
	High Explosive				
66	Devourer	30	4k3	2x	EX
	Immolation				
84	DeathSpitter	30	4k3	3x	EX
	Immolation				
126	Barbed Strangler Cannon	36	4k4	4x	EX
176	Venom Cannon	48	5k4	4x	EX
	Aggravated Damage High Explosive				

Tweaks List:

How to scare your opponent S.N.I.T.les

These are the Tweaks that I came up with while play-testing the SNITS. I think they work well but, since I am only 1 person and my playing group only consists of 3 others it is possible that we missed something. I am open to negative criticism and constructive criticism.

Aggravated Damage 16, Close Combat or Range Weapon.

Weapon emits an adhesive acid that sticks to the target. A target that survives a hit will take an additional hit on every subsequent turn with a Cumulative -1 Av per turn. This applies to Vehicles as well.

Sensor Weapon 16, Close Combat Weapon or Range Weapon

Fires Automatically once each turn at each enemy unit in range. No weapon range greater than 6, or Area of Effect. This is not a voluntary attack and may not be fired at any other time. This weapon is blind to troops with sealed environmental suits. The recipient of this weapon does not control

the weapon merely carries it.

Gorge -8, Model

If the model defeats another model or models in Close Combat, it may not move on it's following activation as it eats the losing combatants. Losing one activation for each victim it eats. It still may Participate in Close combat if it is attacked.

Rampage -8, Model

Model moves toward and if possible Close Combat attacks nearest model, friend or foe. If no model is in reach at the end of the move the model may fire or remain on reserve.

Nest -8, Model

Model may not move, but remains stationary and will continue to fire all ranged weapons each turn if possible. If attacked in close combat it will defend it's self.

Rapport 12, Model

Units with this ability always make Mental Tests with the greatest Mn on the allied side with this ability.

Rapport Node 16, Specials only

Model acts as a focal point for a Central mind. All troops in the models command radius pass any Mn tests. Double the command radius of this model.

Horrific Aura 12, Specials / Vehicles

Enemy units inside the command radius of this model must pass a Mental test to fire a weapon or attack in close combat Model due to it's unsettling effects on the nervous system.

Observer 8, Model

This unit must also have the Rapport ability. It may use the Eye sight of any other model with the Rapport Ability to target units out of it's natural sight. Must have a range weapon of at least Av 4 or better.

Living Weapon 40, Vehicle

Model is a living weapon and may take personality tweaks that could apply to it's form or function.

Large Bodied 40, Per Location

Only for models with a height of 4" or more and a length of 6" or more. Model has multiple hit locations. # of locations = to it's Large body rating. No more than 1 Large body Rating for each inch Long / High which ever is greater.

Example

My SNITS Exocrine is 4" x 6" the maximum I could have is 6 locations.

The model represents such a large target it is easily hit but difficult to kill. When damaged, roll 1D6 to determine location.

Again Example

My SNITS Exocrine has three hit locations the 1) foot, 2), the head, 3) the barrel.

A Roll of "1/2" the unit will no longer move, "3/4" the Beastie is dead, "5/6") the barrel is destroyed and may no longer shoot.

Side Swipe 8 Vehicle

Allows one close combat attack to be made by a moving vehicle.

Power Armored 8 Model

+1 Df against physical attacks, not horror or other Mn attacks.

Chameleon 4 Model

All shots fired at this target get -1 Av if this target did not move. For solo's only

Consume -8 Model

Any organic material this model moves over or through is eaten and digested. Remove fallen models and organic scenery from the field where this model passes.

Flyhigh 6 Model

The model must have flying ability. The model is removed from the tabletop. It may not shoot or be placed on reserve. Next round it returns to play at any point on the board, as it's full move allowance. It may have a reserve counter if it dose not fire it's weapon.

Adrenaline Sac 16 Elite, Special

May perform a second full move and attack in the same turn. The model will not have a reserve marker after using this ability.

Resuscitate 16 Special

After the models death make an additional Df roll against that Av roll the next turn if successful the mode regenerates and may be placed back in the game in the same spot. If the model fails the roll it is dead. A model may regenerate once in a game.

New Equipment?

I am currently working on a list of unique equipment that has special abilities in the ShockForce Universe. Most of this will be a separate section to an army list with instruction on how to use it. For example

The Nail of Jesus Christo Rockstar: This is a spike, about 6 inches long, that was used to shank a wise rocker to a large guitar during the Rock - N - Roll revolutionary riots of 2023 in New York City. The individual believed so much in the heart of Rock - N - Roll that he was willing to be publicly crucified for it. This Item allows the possessing model to act as a martyr to all troops that can call a line of site on him. When this model is killed he thrashes about doing a wild air guitar song and dance move that embodies the great martyr and makes all units that can see it immune to Mn tests for 1 full turn after the models death.

Any other model with the "scavenge" ability may take the Nail from the corpse and if that model should die the result will happen a second time.

Industry News / Rumors:

Unfortunately I cannot use the acronym S.N.I.T. in this statement in a really creative way.

As for actually having any sort of news in the first issue have not found any thing out that other people do not already know. I suppose it would help if I started asking the manufactures of the miniature games and see what they have to say. Of course if you have something interesting to say feel free to drop me a line at scrym@primenet.com I would like to hear from any one that has viewed my site and has some thing to say about it.

List of Sources:

Where did I find all the stuff to write about these varying S.N.I.T.S.?

Tyrannids Codex™ from 2nd Edition Warhammer 40,000™, This was excellent for background ideas, and flavor for the Warhammer 40,000™ universe. Descriptions of each of the units and weapons are in-depth and interesting.

Spacehulk™ the first edition, I used the Psychic cards and some of the Genestealer™ descriptions to help me determine whether or not to make them Elite Troops.

Advanced Space Crusade™, The only place in the world that has information on the Grabber-Slasher construct. Apparently it was to be a real menace, it also has a passing resemblance to the Hormagant™ in function. Also finally rules on how to use Zoats™ in a scenario on a board game.

Tyranid Attack™, Lacking in all but a few bits of fluff and some really cheap Tyranid™ minis.

Warhammer 40,000 Rogue Trader, The original rules for Zoats™, like ½ of your Tyranid™ army was to be Zoats™ and some Zoat™ Fluff.

Chapter Approved The Book of the Astronomican™. Shows the four different types of Warhammer 40,000™ Zoats™ and their weaponry. Funny it doesn't look like a multi-melta.

White Dwarf™ 145, The rules for squigs™, and mind slaves, the first rewrite of the Genestealers™ and the first full write-up of the Carnifex™.

Inquisitor™ # 18, Rules only for the Exocrine™, Haruspex™, Malefactor™

Inquisitor™ # 16, Fluff for the Exocrine™, Haruspex™, Malefactor™

Warhammer 40,000 3rd Edition™ rule book, because they tried so hard to be like ShockForce.

ShockForce Battles in the Remnants of America, rule book because without it I would have no game to write about.

Figurehead™ newsletter #'s 1-7, for giving me an idea of how to rate my Tweaks.

Figurehead Quarterly #'s 1,2, for the same reason.

Links:

Only the best sites make it here. Either by Pictures, Fluff or both will any thing make it here, after all mine is not one of them.

<http://www.TheMiniaturesPage.com>

If you want information on a game or manufacture this is the place to go. Now if only there were one for Role-play gaming.

<http://home.sprynet.com/~graylg>

Lee Gray's ShockForce™ web page some really good stuff here but a lot of rehash from the main Demonblade™ site.

<http://www.access.digex.net/~vampire/sf.html>

This has some really huge scans of his Minis, he paints a hell of a lot better than I do.

<http://www.saradjian.org/shockforce/mi.html>

Starship Troopers™ & the Arachnids™ for ShockForce. But no eye candy.

<http://www.voicenet.com/~johncrim/>

The man has rules for Aliens™, Predators™, Colonial Marines™, and Cthulhu™. Very slick site. ™

<http://www.polomania.com/stan>

Si-Fi Lizards, Crabs, Snakes, tons of other stuff. I am not certain but it looks like a personal business / hobby site, worth looking at.

<http://www.tyranid.org/index.htm>

One of those Tyranid™ online Codices, It is well done and has tons of really great pictures and rules variants.

<http://www.users.kih.net/~kraulkmural/nids.htm>

The home of hive fleet Harbinger™. Wonderful pictures of variant and standard Tyranid™ units and other constructs.

<http://www.miniaturesbattles.com> , <http://www.miniaturesbattles.com/cyclone.htm>

A site with excellent instructions on casting your own miniatures, and a ton of other stuff. The second is a link to a page on that site that uses a Demonblade™ Hovercraft Conversion.

<http://www.demonblade.com>, <http://www.shockforce.com>

The #1 site for Demonblade minis, and ShockForce information. Order all of their stuff and enjoy it.

<http://www.armorcast.com>

The excellent pictures of painted Exocrine™, Haruspex™, and Malefactor™

Credits:

The People guilty of donating stuff either fully aware, partially, or not at all.

_Those whom wrote the Tyranid™ Codex , I owe a great debt to.

_Armorcast for making it so I could down load the intermediate rules for the Exocrine™, Haruspex™, and Malefactor™. They also showed me how to get the Inquisitor Mags for the big Tyranids.

_The Demonblade staff for all the work they put into the game I have dedicated this newsletter to.

_All the input from my friends and fellow StormReavers has been extremely useful.

_And of course you the gamer, for with out you I would have no audience.